applied towards the unrevealed wagers, and the wager pool to the patron's account balance.

Then, the patron may use this updated account balance to, for example, play traditional games.

Alternatively, the patron may go to service client terminal 104 and request that the patron's

unrevealed wagers be erased and request a refund of the money that was applied towards the

unrevealed wagers, wager pool, and or any of his account balance. In the latter two

embodiments, when erasing the unrevealed wagers, the server 108 may record the results of

these unrevealed wagers in the patron account file and apply these results to wagers that the

patron purchases in the future. Other such methods will be apparent to those skilled in the art

from the foregoing and following description and thus, are within the scope of the present

invention. For example, the patron may not choose to reveal results and may return to the

facility and request a refund. Alternatively, the patron could come back to the facility and may

want to use the money applied towards the unrevealed wagers to play traditional games.

IN THE CLAIMS:

Please amend claims 1, 6, 8, 10, 17, 22, 23, 26-31 and 33-34 as follows:

1. (Amended) A gaming method, comprising:

receiving, from a first client terminal, a purchase request for at least one wager;

determining the results of the at least one wager; and

storing the results of the at least one wager in a database;

receiving, from a second client terminal during game play, a request to reveal the

results of the at least one wager; and

sending the results of the at least one wager to the second client terminal.

Sub.c²> 6.   (Amended) The method of claim 1, wherein receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager includes receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager via an online network.

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*Sub.c³>*8.   (Amended) A gaming method, comprising:

receiving, from a client terminal, a purchase request for a plurality of wagers;

determining the results of each of the plurality of wagers; and

storing each of the results of the plurality of wagers in a database without sending the results of the wagers to a client terminal until game play.

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*Sub.B?>*10.   (Amended) A gaming method, comprising:

receiving, from a first client terminal, a patron identifier identifying a patron;

receiving, from the first client terminal, a purchase request for at least one wager;

debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining the result of the at least one wager;

storing the result of the at least one wager in a database;

receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and

sending, to the second client terminal, the result of the at least one wager.

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Sub. C5> 17.   (Amended) The method of claim 10, wherein receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager comprises receiving, from a second client terminal during game play via an online network, the patron identifier identifying the patron and a request for the result of the at least one wager.

Sub. B3> 22.   (Amended) A computer-readable medium containing instructions for causing a computer to perform a gaming method, comprising:

receiving, from a first client terminal, a patron identifier identifying a patron;

receiving, from the first client terminal, a purchase request for at least one wager;

debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining the result of the at least one wager;

storing the result of the at least one wager in a database;

receiving, from a second client terminal during game play, the patron identifier identifying the patron and a request for the result of the at least one wager; and

sending, to the second client terminal, the result of the at least one wager.

23.   (Amended) A gaming system, comprising:

a plurality of client terminals, each including

means for receiving, from a patron, a patron identifier identifying a patron and a purchase request for a plurality of wagers, and

means for transmitting the patron identifier and the purchase request; and

a server, connected to each of the plurality of client terminals, and including

means for receiving, from the plurality of client terminals, the patron identifier and the purchase request,

means for debiting the patron account corresponding to the patron identifier in response to the purchase request,

means for determining results of the plurality of wagers, and

means for storing the results of the plurality of wagers without sending the results of the wagers to a client terminal until game play.

26.   (Amended) A gaming system, comprising:

a plurality of client terminals, each including

an identification component for receiving, from a patron, a patron identifier identifying a patron,

an output device for displaying a selection menu including an option to purchase a plurality of wagers,

an input device for receiving, from a patron, a purchase request for a plurality of wagers, and

a first communications device for transmitting the patron identifier and the purchase request; and

a server, connected to each of the plurality of client terminals, and including

a second communications device for receiving, from the plurality of client terminals, the patron identifier and the purchase request,

a communications component for debiting the patron account corresponding to the patron identifier in response to the purchase request,

a wagering component for determining the results of the plurality of wagers, and

a database for storing the results of the plurality of wagers without sending the results of the wagers to a client terminal until game play.

27.   (Amended) A gaming system, comprising:

a plurality of on-site client terminals for receiving a wager purchase request;

a server, connected to each of the plurality of client terminals for receiving wager purchase requests, determining the results of the purchased wagers, and storing the results of the purchased wagers; and

a plurality of off-site client terminals, connected to the server via an online network, for retrieving the results of the purchased wagers from the server during game play.

28.   (Amended) A gaming method, comprising:

receiving, from a client terminal, a patron identifier identifying a patron;

receiving, from the client terminal, a purchase request for a plurality of wagers;

debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining the results of each of the plurality of wagers; and

storing each of the results of the plurality of wagers in a database without sending the results of the wagers to a client terminal until game play.

29.   (Amended) A computer readable medium containing instructions for causing a computer to perform a gaming method, comprising:

receiving, from a client terminal, a patron identifier identifying a patron;

receiving, from the client terminal, a purchase request for a plurality of wagers;

debiting the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining the results of each of the plurality of wagers; and

storing each of the results of the plurality of wagers in a database without sending the results of the wagers to a client terminal until game play.

30.   (Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a first client terminal, a purchase request for at least one wager;

means for determining the results of the at least one wager;

means for storing the results of the at least one wager;

means for receiving, from a second client terminal during game play, a request to reveal the results of the at least one wager; and

means for sending the result of the at least one wager to the second client terminal.

31.   (Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

a communications component for receiving, from a first client terminal, a purchase

request for at least one wager and for receiving, from a second client terminal during game play,

a request for the results of the at least one wager;

a wagering component for determining the results of the at least one wager; and

a database for storing the results of the at least one wager.

33.   (Amended) A server connected to a plurality of client terminals in a gaming

system, comprising:

means for receiving, from a client terminal, a purchase request for a plurality of wagers;

means for determining the results of each of the plurality of wagers; and

means for storing each of the results of the plurality of wagers;

wherein the server does not send the results of the wagers to a client terminal until

game play.

34.   (Amended) A server connected to a plurality of client terminals in a gaming

system, comprising:

a communications device for receiving, from a client terminal, a purchase request for a

plurality of wagers;

a wagering component for determining the results of each of the plurality of wagers;

and

a database for storing each of the results of the plurality of wagers;

wherein the server does not send the results of the wagers to a client terminal until

game play.

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